Introduction:

My name is Alex (better known as Devbd yt), and I'm a Roblox developer and player hoping to expose what I believe to be unethical and problematic practices at Jule Games. This document serves as the introduction to an ongoing investigation into their conduct. If you're reading this then that video might have already been released.

Why are you doing this?

Money? No, this investigation is not for financial gain. I have not and do not intend to monetize this in any way. My focus is solely on addressing the issues I've observed and reported.

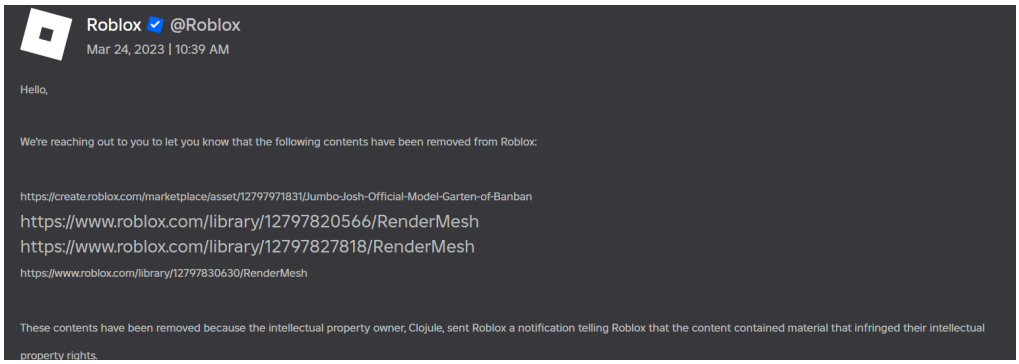
Clout? I'm not driven by the desire for fame or recognition. My involvement in the Roblox community is more about my passion for game development. I've been working behind the scenes and prefer to stay out of the spotlight. My social media presence is minimal, and I'm not seeking media attention or personal gain.

My Reason for doing this is that I believe Jule Games has engaged in practices that are harmful to the Roblox community and its creators. I've witnessed and documented instances of unfair treatment, including the unjust removal of content, infringement on game ownership, unfair bans, and broken promises.

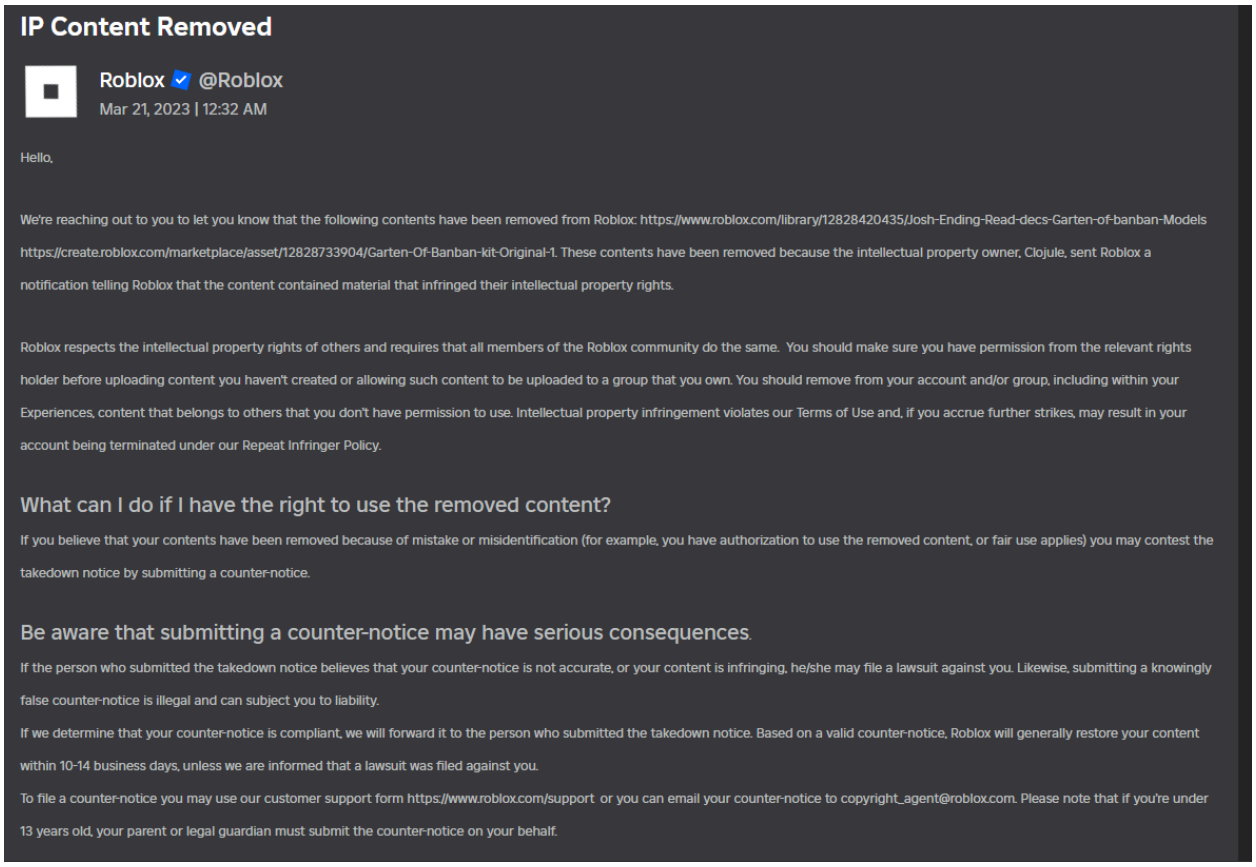
Falsely Taking Down Content:

Myself and various others have been a victim of this and proud to finally be able to come out about it.

Jule has taken down my Garten of Banban model kit. Some might say, 'Oh well, Jule owns the rights to those assets, so you're in the wrong.' However, Garten of Banban uses free assets from a website called Sketchfab. I would estimate that 95% of Garten of Banban games contain Sketchfab models. This means that Jule does not have the rights to remove these models; instead, it is the original creators of the assets who hold those rights.


Roblox @Roblox
Mar 24, 2023 | 10:39 AM
Hello,
We're reaching out to you to let you know that the following contents have been removed from Roblox:
https://create.roblox.com/marketplace/asset/12797971831/Jumbo-Josh-Official-Model-Garten-of-Banban
https://www.roblox.com/library/12797820566/RenderMesh
https://www.roblox.com/library/12797827818/RenderMesh
https://www.roblox.com/library/12797830630/RenderMesh
These contents have been removed because the intellectual property owner, Clojule, sent Roblox a notification telling Roblox that the content contained material that infringed their intellectual property rights.

Jumbo Josh Elevator getting taken down falsely.


IP Content Removed
Roblox @Roblox
Mar 21, 2023 | 12:32 AM
Hello,
We're reaching out to you to let you know that the following contents have been removed from Roblox: https://www.roblox.com/library/12828420435/Josh-Ending-Read-decs-Garten-of-banban-Models https://create.roblox.com/marketplace/asset/12828733904/Garten-Of-Banban-kit-Original-1. These contents have been removed because the intellectual property owner, Clojule, sent Roblox a notification telling Roblox that the content contained material that infringed their intellectual property rights.
Roblox respects the intellectual property rights of others and requires that all members of the Roblox community do the same. You should make sure you have permission from the relevant rights holder before uploading content you haven't created or allowing such content to be uploaded to a group that you own. You should remove from your account and/or group, including within your Experiences, content that belongs to others that you don't have permission to use. Intellectual property infringement violates our Terms of Use and, if you accrue further strikes, may result in your account being terminated under our Repeat Infringer Policy.
What can I do if I have the right to use the removed content?
If you believe that your contents have been removed because of mistake or misidentification (for example, you have authorization to use the removed content, or fair use applies) you may contest the takedown notice by submitting a counter-notice.
Be aware that submitting a counter-notice may have serious consequences.
If the person who submitted the takedown notice believes that your counter-notice is not accurate, or your content is infringing, he/she may file a lawsuit against you. Likewise, submitting a knowingly false counter-notice is illegal and can subject you to liability.
If we determine that your counter-notice is compliant, we will forward it to the person who submitted the takedown notice. Based on a valid counter-notice, Roblox will generally restore your content within 10-14 business days, unless we are informed that a lawsuit was filed against you.
To file a counter-notice you may use our customer support form https://www.roblox.com/support or you can email your counter-notice to copyright_agent@roblox.com. Please note that if you're under 13 years old, your parent or legal guardian must submit the counter-notice on your behalf.

Other Garten of banban related Assets getting falsely taken down.

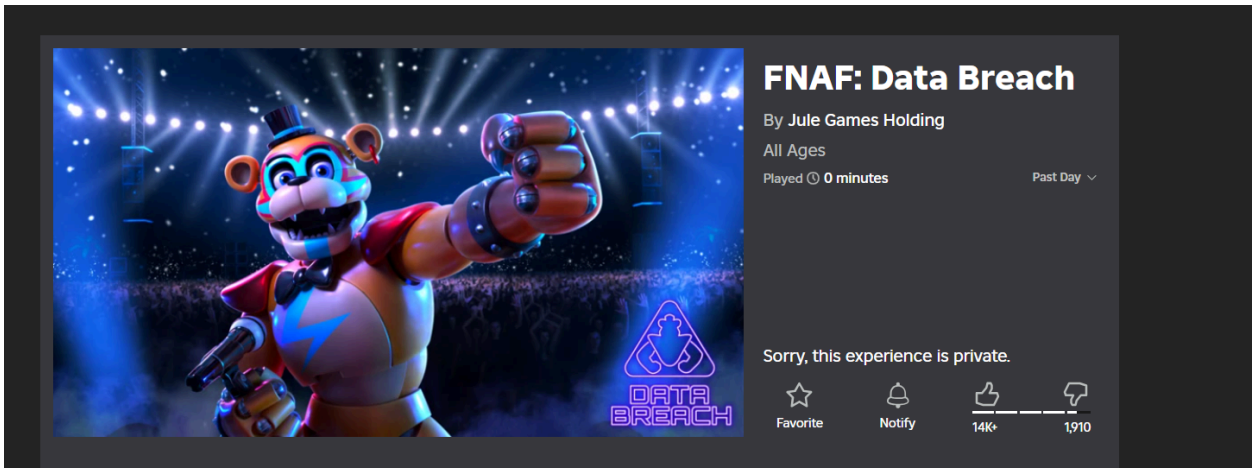
Pirating a Game:

Pirating a game means using, copying, or sharing copyrighted stuff without permission. This can be not only the game itself, but also things like graphics, sounds, and other assets that belong to the original creators.

In the case of Jule Games, there's a pretty clear example of piracy. Jule Games made a Roblox game called *Data Breach*, which is basically a remake of *Fnaf: Security Breach*. The original *Fnaf: Security Breach* was made with Unreal Engine, and all the assets in it are copyrighted.

Even though *Data Breach* was made on Roblox, which uses Lua for scripting, Jule Games still used a lot of the same assets from the original game. This includes things like graphics, user interfaces, and audio that were just copied from *Fnaf: Security Breach*. While the developers of *Data Breach* did have to rescript the game because of the different coding languages, that doesn't make it okay for them to use copyrighted material from another game without permission.

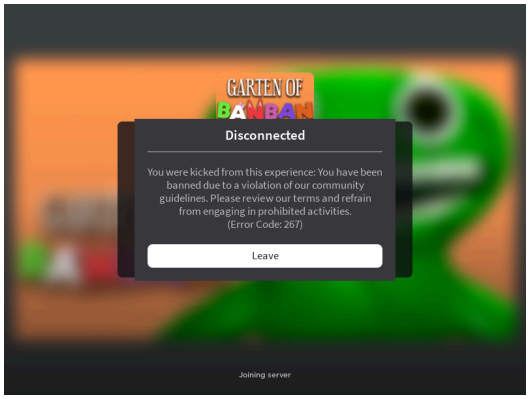
On top of that, Jule Games was making money off of Data Breach through Roblox's Premium Payouts system. They were turning the revenue from this pirated game into real money through Roblox's Developer Exchange (DevEX) program.



Data Breach's game page. ***Here's the link if you want to check it out.***

Unjust Banning:

Jule was caught banning users who asked when the next update would be released, criticized the game, uploaded Garten of BanBan models, and much more.


GARTEN OF
BANBAN
Disconnected
You were kicked from this experience: You have been banned due to a violation of our community guidelines. Please review our terms and refrain from engaging in prohibited activities.
(Error Code: 267)
Leave
Joining server
My ban message.

Popular YouTuber **KreekCraft** criticized the game for being an outright copy with no changes and was subsequently banned for it. When KreekCraft took to Twitter, many of his fans were against Jule Games and his ban was later revoked. However, other players who were banned for the same reasons remain banned. (Including me) It seems that Jule Games only revokes bans if they could potentially harm their image.

I couldn't find his tweets relating to the ban however in this video he is seen discussing it. (0:00 - 0:25)

Copying Game Ideas:

I wouldn't exactly call this stealing, however I will say it counts as copying popular game ideas from other developers and rebranding them under slightly altered titles. This pattern of appropriation demonstrates a lack of originality and raises ethical concerns about their practices. The following examples highlight this trend:

Security Breach (Rebranded as Data Breach): Jule Games took the concept of *Fnaf: Security Breach* and recreated it on Roblox, calling it *Data Breach*. The game doesn't just copy the gameplay and story; it also uses assets directly from the original, which steals from the creativity and intellectual property of the original developers.

Poppy Playtime (Rebranded as Polly Playtime): Another example is Jule Games' recreation of *Poppy Playtime*, which they called *Polly Playtime*. In this case, Jule Games tried to recreate the same experience as the original, copying both the theme and gameplay mechanics. This raises more concerns about the lack of originality. Just like with *Data Breach*, *Polly Playtime* doesn't only mimic the gameplay and story but also uses assets directly from the original game, taking away from the creativity and intellectual property of the original developers. On top of that, this game includes gamepasses, meaning Jule was earning Robux from a game he doesn't even own.

Garten of Banban: In some cases, Jule Games hasn't even bothered to change the title, like with their version of *Garten of Banban*. They ported the game to Roblox with very few changes, showing they're more focused on copying successful titles than creating something original. I might give them a pass on this one since the Euphoric Brothers eventually made it official, but it's worth noting that Jule's version was made public before the Euphoric Brothers officially made it official.

Blade Ball (Rebranded as Phantom ball): Jule Games copied this popular game by replicating its core mechanics and gameplay experience without adding any meaningful original elements or new ideas.

Sol's RNG (Rebranded as Jule's RNG): Similarly, Jule Games took the concept and mechanics of *Sol's RNG* and rebranded it as *Jule's RNG*. The rebranded version doesn't offer any significant innovation beyond the name change, basically duplicating the original game without bringing anything new to the table.

False Promises:

This is something many can relate to, as Jule Games has become somewhat notorious for not following through on their promises. The first instance of this was with a game called *Polly Playtime*. Jule promised to release a Chapter 2 for the game but never did. Eventually, the game was shut down without any further updates.

The second, more well-known instance is with their Roblox game *Garten of Banban 2*. Jule announced its release about a year ago, but the game has yet to launch. Over time, Jule repeatedly provided release dates, only to delay the game each time the deadline approached. This cycle of promises and delays has led to growing frustration among the community.

Scamming:

Credits to **bombaktus play** **please check his exposing video out here** **for context.**

Jule only seems to care about fixing bugs related to free items, like free currency, because addressing those issues doesn't hurt his revenue. To keep up appearances, he'll occasionally fix some bugs. However, many think he neglects issues with paid items, possibly using scripts to remove them from players without acknowledging the problems.

He also promotes pre-order items for future updates that will likely never be released. When fan-made projects surpass the quality of his own, Jule shuts them down and adds more donation requests without making any real improvements.

As a developer, I believe Jule is a scammer who ignores complaints from paying players. His games are poorly made, filled with bugs, yet he continues to earn millions without fixing them.

A comment by **@OsiLol** sums it up perfectly:

"I'm a game developer in Roblox. I once did something similar with paid morphs. Morphs shouldn't be lost. If the script for the game pass works, there shouldn't be any problems with losing them. The script checks whether the player has the game pass, even if their inventory is closed, since game passes are part of the system. Here's how it works:

1. When entering the game, the script checks for the player's game passes.

2. If a game pass is found, it grants the player the item/morph.

3. If the player doesn't have the game pass and tries to get an item, the game won't give them anything, though it may offer the option to buy the game pass. If the purchase was not a Developer Product but a game pass, Roblox will throw an error. This could mean:

A) You were scammed.

B) A fatal error occurred in the script, preventing the item from appearing.

From what I understood in the video, the player was offered to buy the morph again, which indicates that the morph was a Developer Product. This type of purchase can easily deceive a player. For example, a script could be made to delete an item periodically (in-game, not a game pass/Developer Product).

In all my tests and sessions with other players, there were no complaints about morphs. However, issues with currency, free morphs, or spins can arise if the developer doesn't know how to code properly. If the data-saving script is poorly done, everything can reset.

Here's how AUTO-save scripts work:

1. In one scenario, the player's progress is saved every minute. In another, progress is saved when a specific item is obtained.

2. The data is sent to Roblox/game servers (and no, if Roblox servers fail, your progress doesn't reset).

3. This process repeats until the player leaves the game.

Here are my suspicions:

1. Jule only responds to bugs related to free items (like free currency) because fixing them doesn't impact his revenue. To avoid suspicion, he occasionally responds to other bugs.

2. Jule removes paid items from players using scripts and ignores the issues.

3. Jule offers pre-order items for updates that will likely never be released.

4. Jule shuts down fan-made projects that are better than his own, while adding more donation requests without making meaningful improvements, creating an endless cycle of deception.

As a result, I believe Jule is a scammer who ignores complaints from paying players. His projects are poorly made, full of bugs that may never be fixed. Additionally, the second chapter of *Banban* in Belarus has been delayed for seven months, with no release date provided,

leaving players with no hope. They could have at least rescheduled the release date so we could hold onto the hope that it wouldn't be delayed indefinitely.

NEVER, I repeat, NEVER donate to any game from Jule Games. You can continue playing their "masterpieces," but avoid any contact with them. I hope Jule and his team are held accountable for their actions."

This comment by **@OsiLol** perfectly highlights Jule's scamming behavior. I recommend watching bombaktus play's video for more instances of players being scammed by Jule.